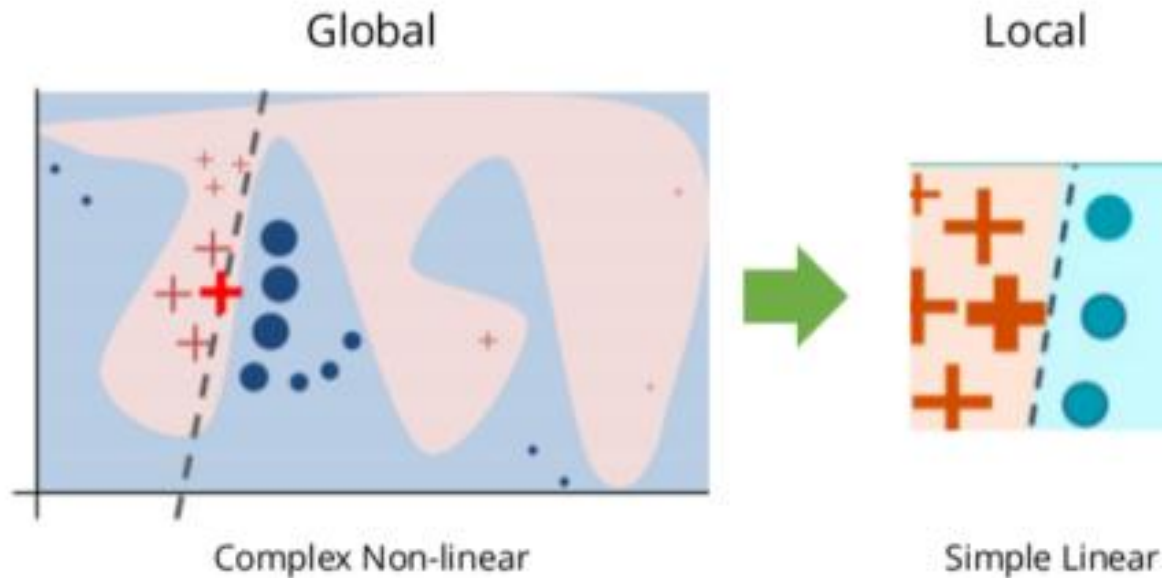


Explainability

Eric Wong

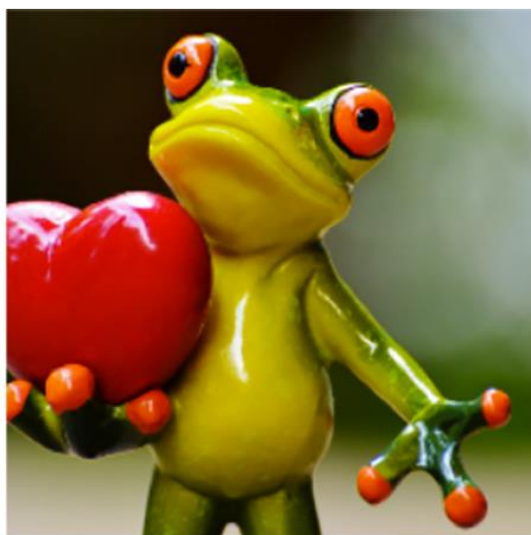
9/29/2022

Local Linearity

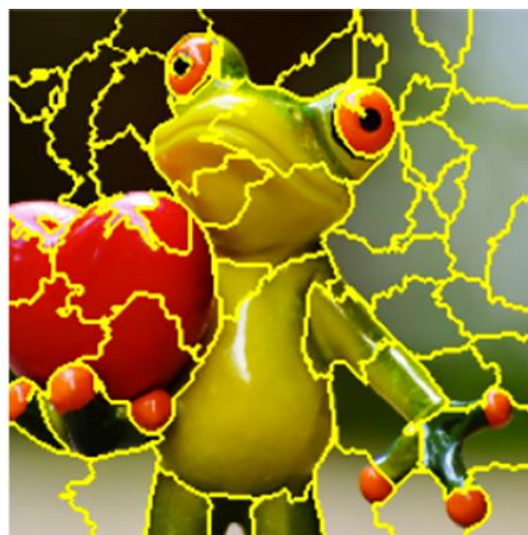


Marco Tulio Ribeiro "Local Interpretable Model-Agnostic Explanations (LIME): An Introduction"

Superpixels for "interpretable" features

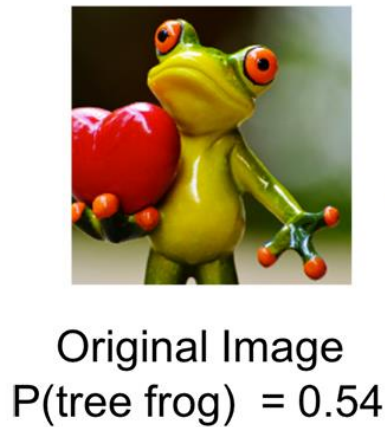








Original Image

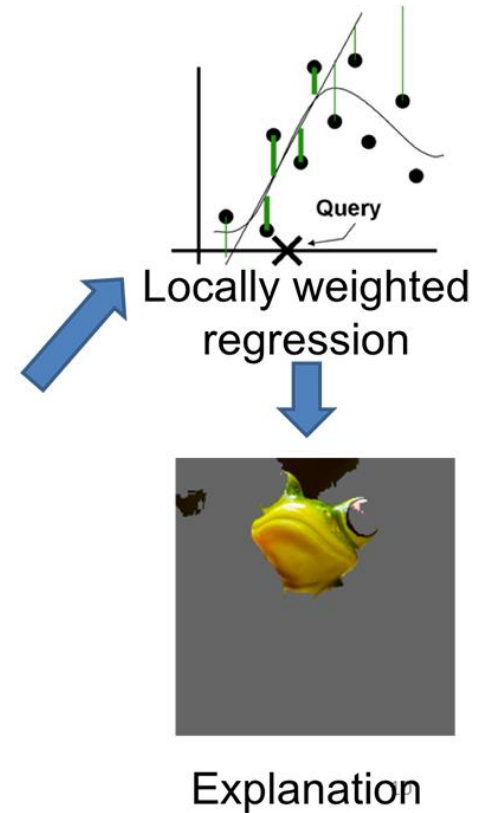


Interpretable
Components

Perturb superpixels



Perturbed Instances	$P(\text{tree frog})$
	 0.85
	 0.00001
	 0.52



Explaining images



Marco Tulio Ribeiro "Local Interpretable Model-Agnostic Explanations (LIME): An Introduction"

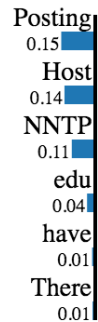
Explaining words

Prediction probabilities



atheism

christian



Text with highlighted words

From: johnchad@triton.unm.edu (jchadwic)

Subject: Another request for Darwin Fish

Organization: University of New Mexico, Albuquerque

Lines: 11

NNTP-Posting-Host: triton.unm.edu

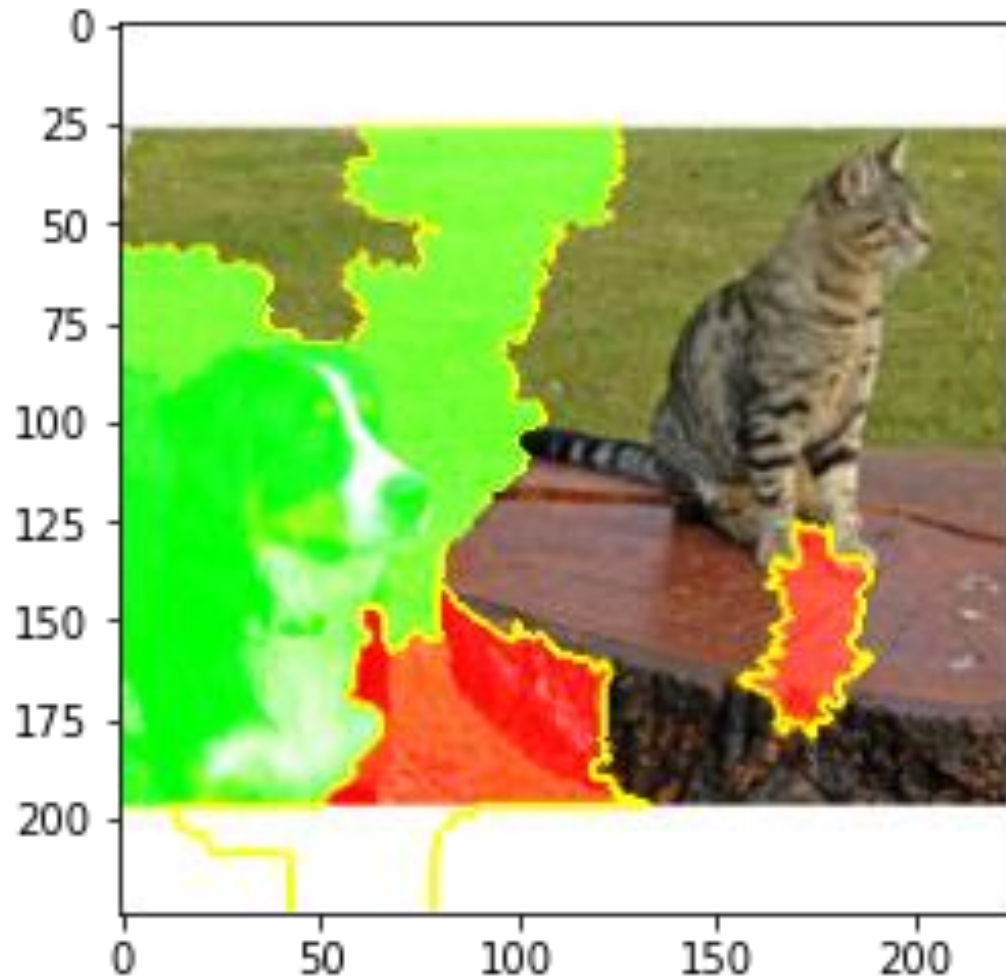
Hello Gang,

There have been some notes recently asking where to obtain the DARWIN fish.

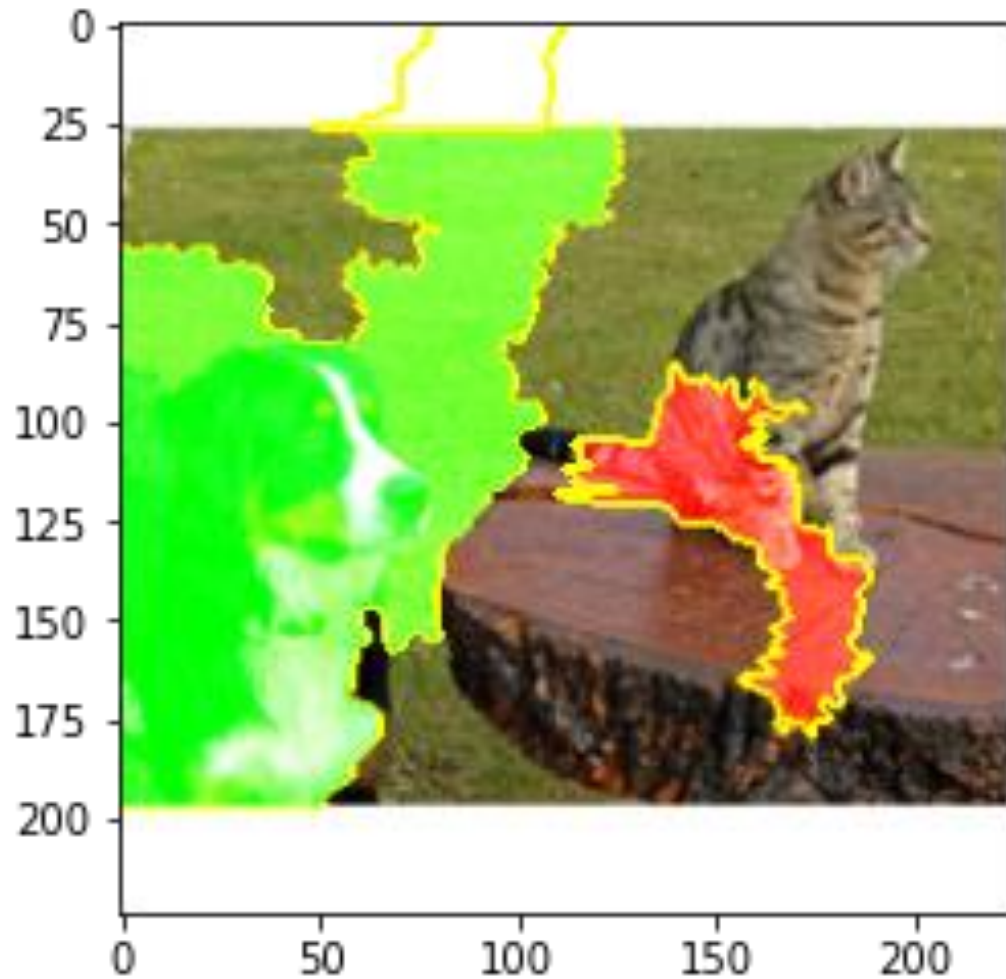
This is the same question I have and I have not seen an answer on the

net. If anyone has a contact please post on the net or email me.

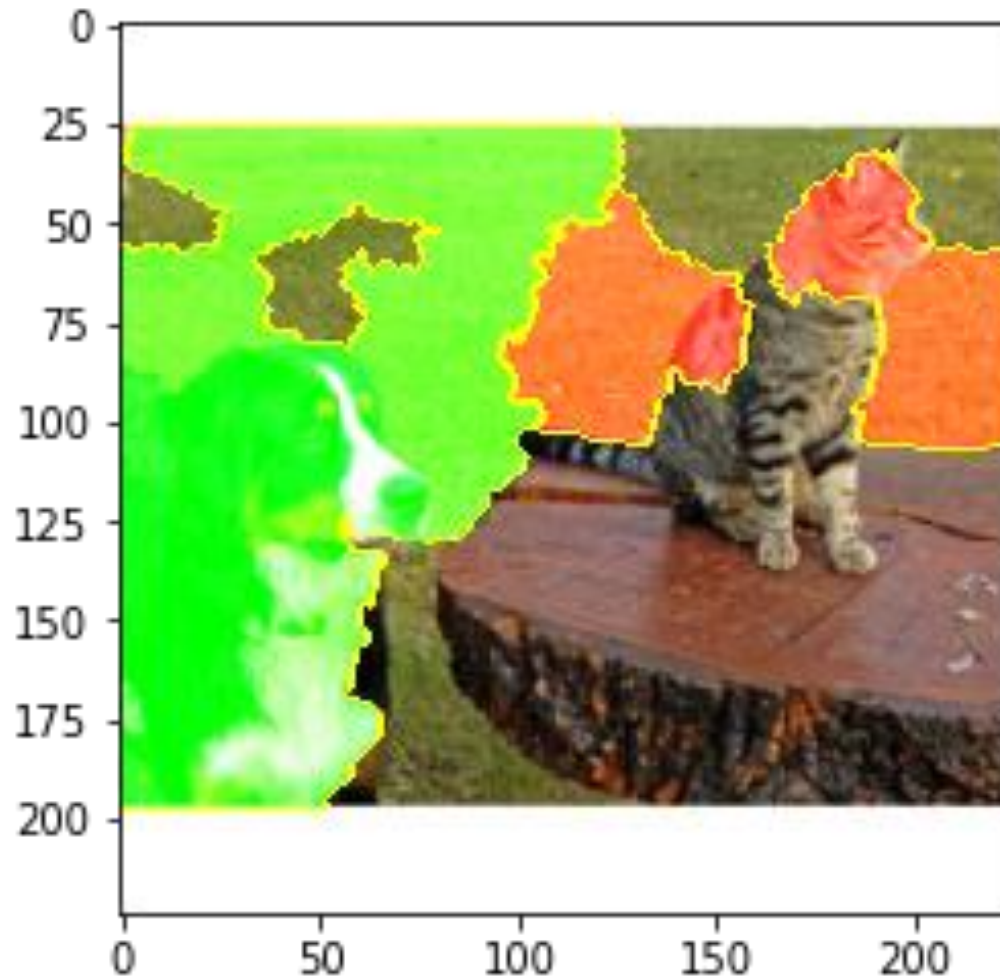
A closer look at dog



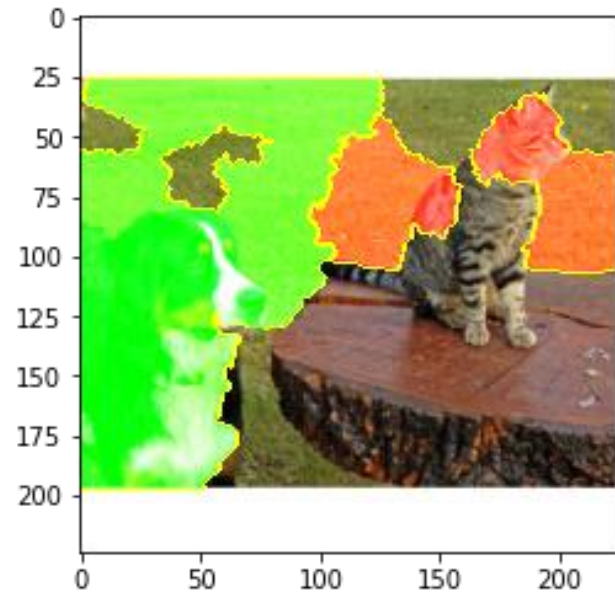
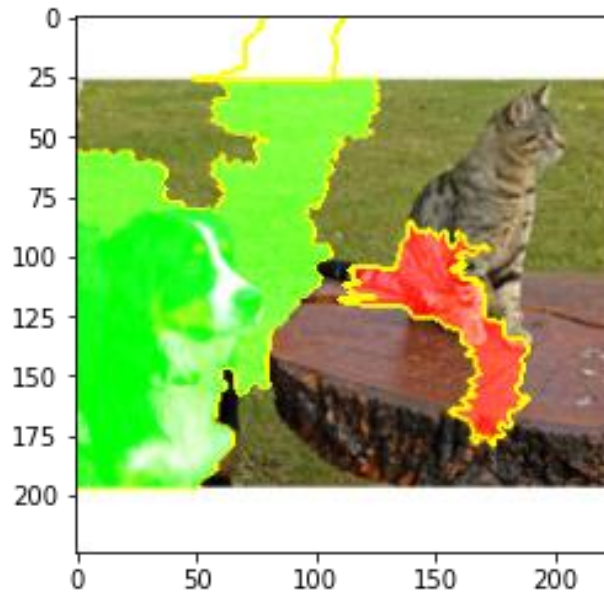
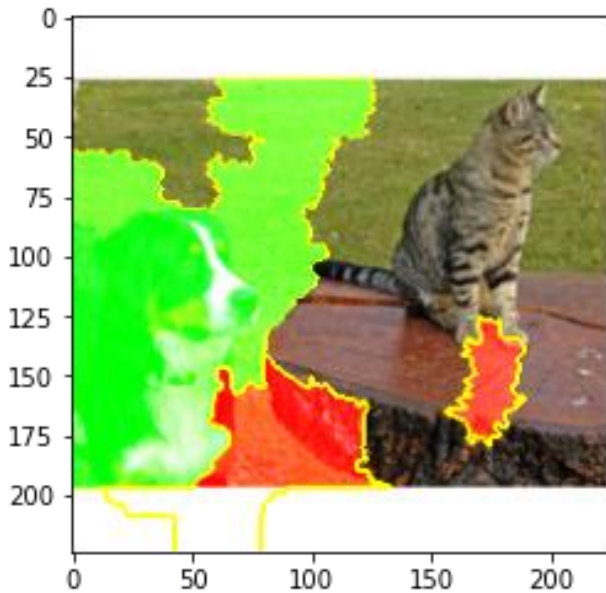
A closer look at dog



A closer look at dog



A closer look at dog



Local linearity?



Mask=0

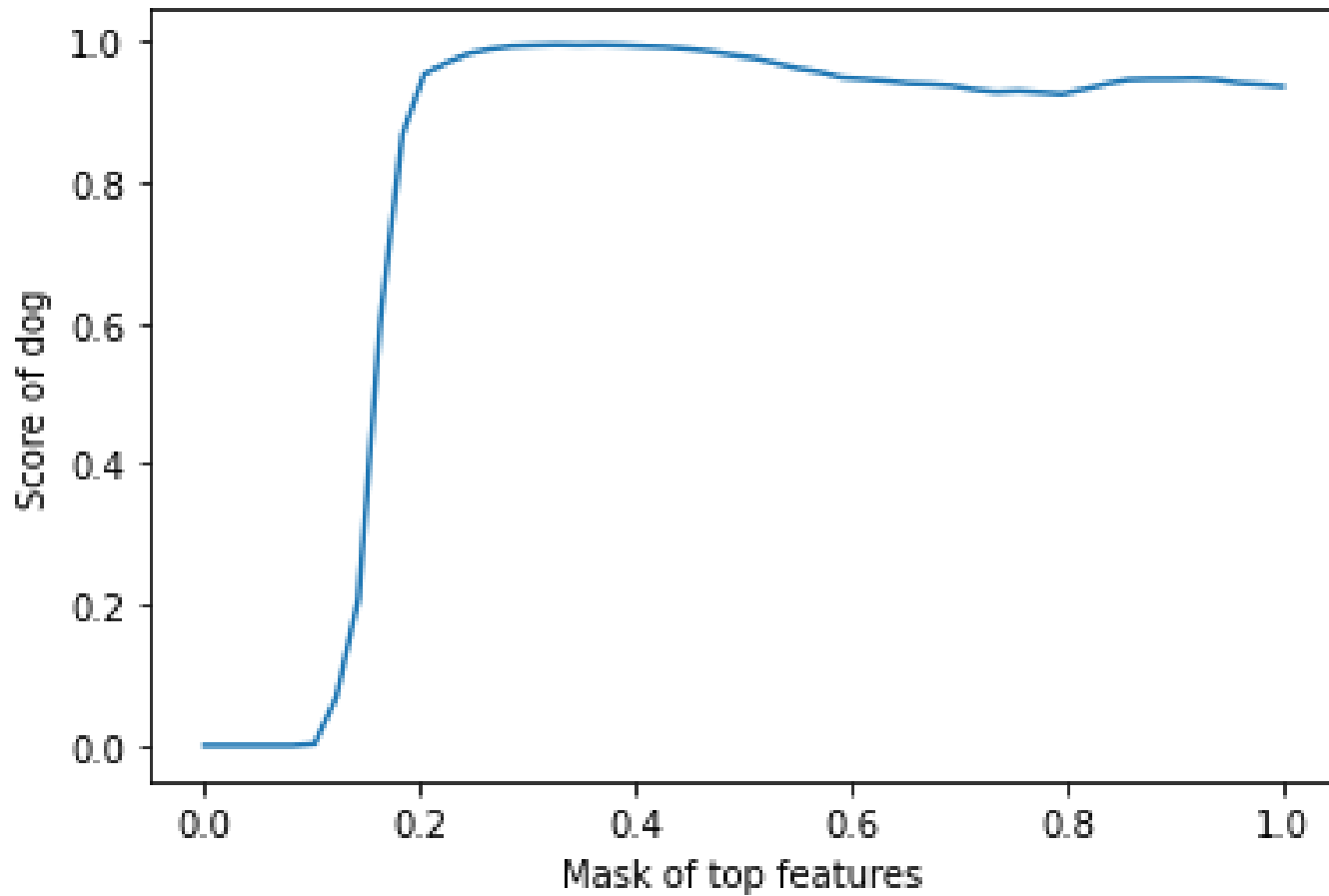


Mask=0.5



Mask=1

Local linearity?



Feature viz

Exemplars vs Optimization



Baseball—or stripes?
mixed4a, Unit 6

Animal faces—or snouts?
mixed4a, Unit 240

Clouds—or fluffiness?
mixed4a, Unit 453

Buildings—or sky?
mixed4a, Unit 492

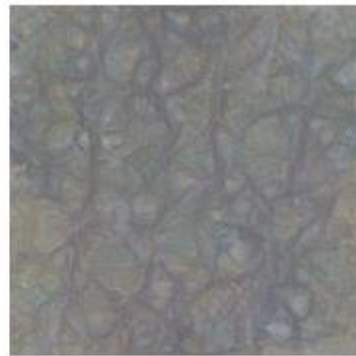
Standard gradient ascent is not useful



But can work with lots of tricks



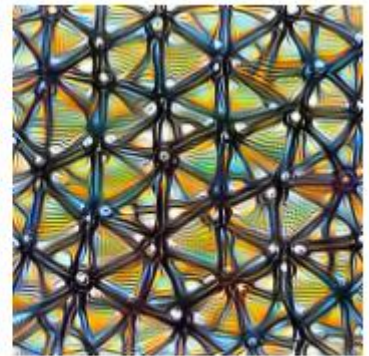
Step 0



Step 4



Step 48



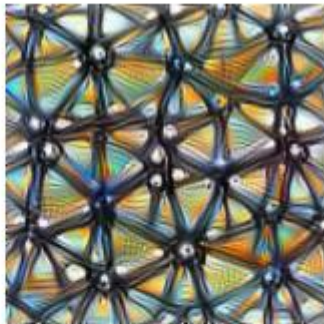
Step 2048

Objectives



Neuron

`layern[x,y,z]`



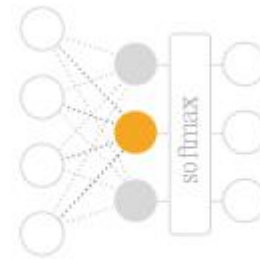
Channel

`layern[:, :, z]`



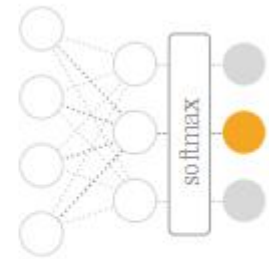
Layer/DeepDream

`layern[:, :, :]2`



Class Logits

`pre_softmax[k]`



Class Probability

`softmax[k]`

What direction?



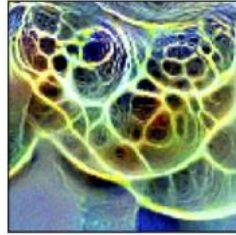
mixed3a, random direction

mixed4c, random direction

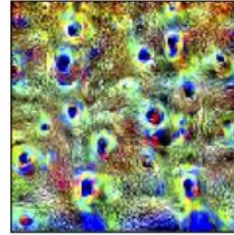
mixed4d, random direction

mixed5a, random direction

Robust models



“shells”



“eyespot”



“branches”



“feathers”



“fur”



“stripes”